



Daniele Caschili

Experience

- Present - **Unreal game programmer**, *Milestone*, Milano
11/2020 Development of arcade racing games (Hot Wheels Unleashed and Hot Wheels Unleashed 2) for consoles and PC. I mainly worked on game systems and UI.
- 11/2020 - **Unity programmer**, *Rortos*, Verona
02/2020 Development and support of a flight simulator for mobile devices.

Computer skills

- C++
- OpenGL
- Perforce
- Renderdoc
- C#
- Unreal Engine
- GLSL
- Git
- Premake
- Unity

Education

- 2019–2020 **Master's degree**, *University of Verona*
Game development master
- 2017–2019 **Master's degree**, *Politecnico di Torino*
Computer Engineering (English)
- 2013–2017 **Bachelor's degree**, *University of Cagliari*
Electrical and Electronic Engineering

Master thesis

- Master's Degree *Optimization of CNN-Based Object Detection Algorithms for Embedded Systems*
- Triennale *Implementation of an Image Search Engine on the Android Operating System using the OpenCV Library.*

Languages

- Italian Native speaker
- English Professional working proficiency

Personal projects

- Snake clone built with Unreal Engine 5.
Main features: stylized grass rendering + bending, Niagara ribbon.
- Rendering engine in C++ and OpenGL: forward rendering, shadowmaps, environment map.
- [Master Game Dev] Rendering engine (DX11): textures, lighting, shadows, post-rocessing effect. Group project.
- [Master Game Dev] Mobile game, real time strategy in Unity. Group project.